**1. C supports only one type of Arithmetic operator i.e Binary operator.**(1 mark)

A. True

B. False

**2. The \_\_\_\_\_ operator acts only on integers and results in remainder after integer division.** (1 mark)

A. %

B. /

C. \

D. None of the above

**3. \_\_\_\_\_ is used to alter the basic data types so as to fit into various situations.** (1 mark)

A. specifier

B. modifier

C. typedef

D. None of the above

**4. The names of variables, functions, labels, and various other user-defined objects are called \_\_\_\_\_** (1 mark)

A. specifier

B. identifier

C. Naming convention

D. None of the above

**5. There is no limit to the number of memory locations that a program can use.** (1 mark)

A. True

B. False

**6. C is a case sentitive language** (1 mark)

A. True

B. False

**7. A \_\_\_\_\_ defines what kind of value will be stored by a particular variable.** (1 mark)

A. data type

B. variable

C. return type

D. None of the above

**8. The automatic type conversion in C converts char and short to int.**(1 mark)

A. True

B. False

**9. The fflush() function flushes out the buffer.** (1 mark)

A. True

B. False

**10. \_\_\_\_\_ is a set of statements, which perform a specific task. It may or may not return a value** (1 mark)

A. procedure

B. sub procedure

C. function

D. None of the above

**11. Which of the following is a subprogram that essentially breaks up a program into modules ? It cannot return a value.** (1 mark)

A. Procedure

B. Function

C. Blocks

D. None of the above

**12. Which of the following is not the actual code, but a method of algorithm-writing which uses a certain standard set of words which makes it resemble code ? However, unlike code, it cannot be compiled or run ?** (1 mark)

A. Pseudocode

B. Function

C. Procedure

D. None of the above

**13. Which of the following are special operators used with pointers ?** (1 mark)

A. ^ and %

B. \* and &

C. \* and $

D. \*, & and $

**14. \_\_\_\_ forms base of any C program ?** (0.5 mark)

A. Struct

B. Code blocks

C. Instructions

D. None of the above

**15. A \_\_\_\_\_ is a representation of an algorithm in language that resembles code.** (0.5 mark)

A. Pseudo code (T.anh)

B. Algorithm

C. Flow chart (long,giang)

D. None of the above

**16. A \_\_\_\_\_ can be broken into parts and connecters can be used to indicate the location of the joins** (0.5 mark)

A. Pseudo Code

B. Algorithm

C. Flow Chart

D. None of the above

**17. A flowchart is a diagrammatic representation of an algorithm.** (0.5 mark)

A. True

B. False

**18. Software is a set of instructions.** (1 mark)

A. True

B. False

**19. A flowchart can have only one start and stop points.** (1 mark)

A. True

B. False

**20. C has a special data type called \_\_\_\_\_. It indicates the C compiler that there is no data of any type.** (1 mark)

A. NULL

B. Null

C. Void

D. \0

**21. The \_\_\_\_\_ type specifies that a variable can take only positive values.** (1 mark)

A. signed

B. abs

C. unsigned

D. positive

**22. Range for char data type is \_\_\_\_\_.** (1 mark)

A. -128 to 127

B. -256 to 255

C. -32768 to 32767

D. None of the above